

PIT-FIGHTER™

ST-357
1st Printing



Option Settings

Table 1 Coin Option Settings

Option	Available Settings	
Free Play	No	♦ Yes
Discount to Continue	No	♦ Yes
Game Cost	1 coin	1 credit ♦
	2 coins	1 credit
	...	
	8 coins	1 credit
Bonus for Quantity	None	♦
Buy-in	2 coins	give 1
	3 coins	give 1
	3 coins	give 2
	4 coins	give 1
	...	
	9 coins	give 2
	9 coins	give 3
Right Mech Value	1 coin	counts as 1 coin ♦
	1 coin	counts as 2 coins
	...	
	1 coin	counts as 7 coins
	1 coin	counts as 8 coins
Left Mech Value	1 coin	counts as 1 coin ♦
	1 coin	counts as 2 coins
	...	
	1 coin	counts as 7 coins
	1 coin	counts as 8 coins

♦ Manufacturer's recommended settings

NOTE

This label summarizes the option settings for the Pit-Fighter game. For all other information about the self-test, see the Pit-Fighter Operator's Manual, TM-357. The recommended settings (indicated below with a ♦ symbol) are shown in green on the monitor screen.

Table 2 Game Option Settings

Option	Available Settings	
Difficulty Level	Easiest, Way Easy, Very Easy, Medium Easy, Medium ♦, Medium Hard, Very Hard, Hardest	
Music in Attract (Mode)	Yes	♦ No
Auto Clear High Scores	Yes	♦ No
Clear High Scores Now	Yes	No ♦
Display FBI Screen	Yes	♦ No

♦ Manufacturer's recommended settings